stopped, the CPU **41** shifts to the process of ST**31**. Then, an entertaining process, which notifies the end of game using an image and sound, is performed at the end of a game (ST**38**) and the CPU **41** searches for the prize to be awarded (ST**39**). Moreover, the CPU **41** checks whether a prize flag is correct or not (ST**40**) and shifts to the process of ST**42** if it is correct. On the other hand, if the prize flag is not correct, an "illegal error" is indicated (ST**41**).

[**0218**] The CPU **41** then checks whether the number of medals awarded is "0" or not (ST**42**). Specifically, the CPU **41** checks which prize is awarded (excluding the replay). If the prize is awarded, a certain number of medals are credited or paid out according to the game state (i.e., BB is in progress or RB is in progress) and the prize (ST**43**).

[**0219**] The CPU **41** then checks whether or not BB or RB is in progress (ST**44**) and shifts to the process of ST**45** if BR or RB is in progress. If BB or RB is not in progress, the CPU **41** shifts to the process of ST**48**. In the process of ST**45**, the number of games in BB/RB is checked, and the completion of BB is determined (ST**46**). If BB is completed, the CPU **41** clears stored data in RAM after transmission of a BB completion command (ST**47**), and shifts to the process of ST**49**. In ST**46**, if BB is not yet completed, the CPU **41** shifts to the process of ST**49**. Further, in ST**44**, if BB or RB is not in progress, a BR/RB winning check process is performed (ST**48**) and then the CPU **41** shifts to the process of ST**49**. In the process of ST**49**, the seven segment LED is controlled to indicate the numbers appropriately and then the CPU **41** returns to the process of ST**15**.

[**0220**] Hereinafter, the stopping control table selection process performed in ST**28** will be described. As shown in **FIG. 26**, firstly, the CPU **41** determines whether the internally wining prize is the "Bell prize" or not (ST**50**). If the internally winning prize is the "Bell prize", the CPU **41** shifts to the process of ST**51**. On the other hand, if the internally winning prize is not the "Bell prize", the CPU **41** shifts to the process of ST**52**.

[**0221**] In the process of ST**51**, a random number is selected and one of the table number is selected based the stopping control table number selection table. Further, in ST**52**, the stopping control table is selected according to the internally winning prize.

[**0222**] Hereinafter, with reference to **FIG. 27** to **35**, the processes regarding the sub controller **82** will be described.

[**0223**] Firstly, with reference to **FIG. 27** and **28**, an outline of the processes performed in the sub controller **82** will be described The sub CPU **84** checks whether a medal insertion command receives, i.e., a medal for a game is inserted, or not (ST**101**). Here, the medal insertion command includes information indicating the number of inserted medals, etc. If the sub CPU **84** receives the medal insertion command, the sub CPU **84** shifts to the process of ST**102**. In the process of ST**102**, the number of inserted medals is updated while the operation of the start lever **6** is accepted. The sub CPU **84** then returns to the process of ST**101**.

[**0224**] The sub CPU **84** checks reception of the start command, i.e., whether or not a game is started, if the sub CPU **84** has not received the medal insertion command (ST**103**). If the sub CPU **84** has received the start command, the sub CPU **84** determines the number of bet medals (the game media) for the game (ST**104**) and updates the total number of bet medals (ST**105**). Further, the process to indicate the level on the ceiling indicator is performed (ST**106**). The sub CPU **84** checks and determines whether or not to implement the ceiling-AT (ST**107**). The sub CPU **84** then performs execution of the ceiling-AT if it was determined in ST**107** (ST**108**), and returns to the process of ST**101**.

[**0225**] The sub CPU **84** checks reception of the winning command, i.e., whether or not a prescribed winning prize is awarded, if the sub CPU **84** has not received the start command in ST**103** (ST**109**). If the sub CPU **84** has received the winning command, the sub CPU **84** updates the total number of paid medals (ST**110**). The sub CPU **84** then returns to the process of ST**101**.

[**0226**] The sub CPU **84** checks reception of the BB completion command, i.e., whether or nor BB is completed in the current game, if the sub CPU **84** has not received the winning command in ST**109** (ST**111**). If the sub CPU **84** has received the BB completion command, the sub CPU **84** clears the total number of bet medals and the total number of paid medals stored in the RAM, and then the level "1" is indicated on the ceiling indicator (ST**112**). Since the total number of bet medals and the total number of paid medals stored in the RAM are cleared, determination to implement the ceiling-AT can be performed starting from completion of BB.

[**0227**] Then, the stan-value for the next implementation of the ceiling-AT is determined by a ceiling start-value selection process (ST**113**). The sub CPU **84** skips the processes of ST**112** and ST**113**, and returns to the process of ST**110** if the sub CPU **84** has not received the BB completion command in ST**111**.

[**0228**] **FIGS. 29A through 29D** are diagrams explaining the inserted medals update process" in ST**102**, the "bet medals determination process" in ST**104**, the "total bet medals update process" in ST**105** and the "total paid medals update process" in ST**110**, respectively.

[**0229**] In the inserted medals update process shown in **FIG. 29**A, information regarding the number of inserted medals is stored in the RAM temporarily (ST**114**). In the bet medals determination process shown in **FIG. 29**B, the number of inserted medals is stored in the RAM at ST**114** as the number of bet medals for an upcoming game (ST**115**). As described above, the number of inserted medals is observed in the inserted medals update process, and the number of bet medals is determined after the reception of the start command. Because the number of inserted medals can be changed using the 1-BET switch **11**, the 2-BET switch **12** or the MAX-BET switch **13** until the start lever **6** is operated, it is necessary to determine the number of bet medals when the start lever **6** is operated.

[**0230**] In the total bet medals update process in **FIG. 29**C, the number of bet medals determined in ST**115** for the upcoming game being stored in the RAM is added to the total number of bet medals (ST**116**). For example, if three medals are bet in the game, "3" is added to the total number of bet medals accordingly. The total number of bet medals can be counted by performing the process every game. In the total paid medals update process in **FIG. 29**D, the number of paid medals is added to the total number of paid medals if the medals are paid out (ST**117**). For example, "6" is